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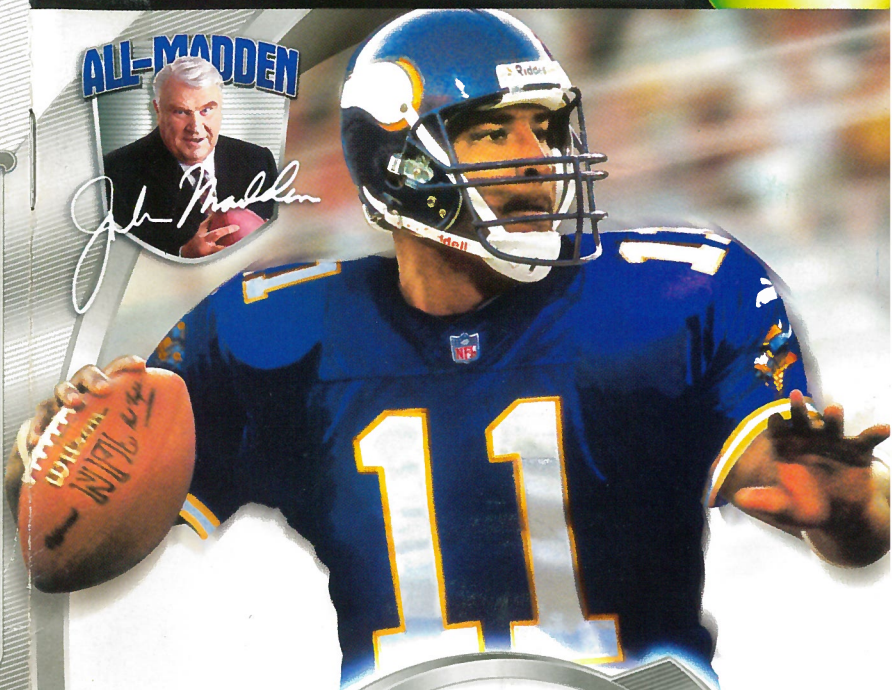
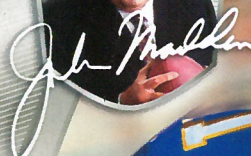
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MANAGE PIT LANE WARRIORS



XBOX

ALL-MADDEN



EA
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MADDEN

NFL 2002



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ABOUT PHOTOSENSITIVE SEIZURES

A very small percentage of people may experience a seizure when exposed to certain visual images, including flashing lights or patterns that may appear in video games. Even people who have no history of seizures or epilepsy may have an undiagnosed condition that can cause these "photosensitive epileptic seizures" while watching video games.

These seizures may have a variety of symptoms including: lightheadedness, altered vision, eye or face twitching, jerking or shaking of arms or legs, disorientation, confusion, or momentary loss of awareness. Seizures may also cause loss of consciousness or convulsions that can lead to injury from falling down or striking nearby objects.

Immediately stop playing and consult a doctor if you experience any of these symptoms. Parents should watch for or ask their children about the above symptoms—children and teenagers are more likely than adults to experience these seizures.

The risk of photosensitive epileptic seizures may be reduced by sitting farther from the television screen, using a smaller television screen, playing in a well-lit room, and not playing when you are drowsy or fatigued.

If you or any of your relatives have a history of seizures or epilepsy, consult a doctor before playing.

OTHER IMPORTANT HEALTH AND SAFETY INFORMATION

The Xbox video game system documentation contains important safety and health information that you should read and understand before using this software.

AVOID DAMAGE TO YOUR TELEVISION

Do not use with certain televisions. Some televisions, especially front- or rear-projection types, can be damaged if any video games, including Xbox games, are played on them. Static images presented during the normal course of game play may "burn in" to the screen, causing a permanent shadow of the static image to appear at all times, even when video games are not being played. Similar damage may occur from static images created when placing a video game on hold or pause. Consult your television owner's manual to determine if video games can be safely played on your set. If you are unable to find this information in the owner's manual, contact your television dealer or the manufacturer to determine if video games can be played on your set.

Unauthorized copying, reverse engineering, transmission, public performance, rental, pay for play, or circumvention of copy protection is strictly prohibited.

For use only with Xbox video game systems with "NTSC."

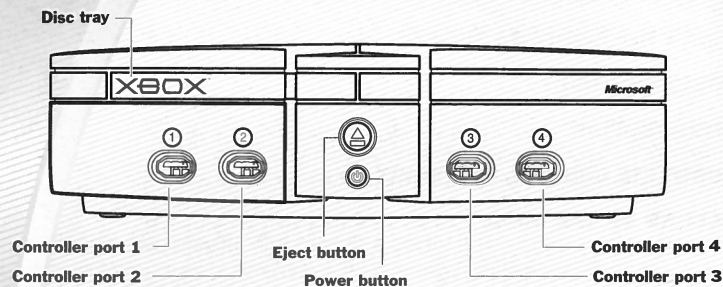
This product has been rated by the Entertainment Software Rating Board. For information about the ESRB rating, or to comment about the appropriateness of the rating, please contact the ESRB at 1-800-771-3772.

TABLE OF CONTENTS



USING THE XBOX™ VIDEO GAME SYSTEM	2
USING THE XBOX CONTROLLER	3
BASIC CONTROLS	4
INTRODUCTION	5
COMPLETE CONTROL SUMMARY	6
SETTING UP THE GAME	9
MAIN MENU	9
STARTING AN EXHIBITION GAME	9
PLAYING THE GAME	12
PLAY CALL SCREEN	12
GAME SCREEN	14
PAUSE MENU	16
SEASON/FRANCHISE	18
OTHER GAME MODES	25
TOURNAMENT	25
CUSTOM LEAGUE	25
PRACTICE	26
SITUATION	26
TWO MINUTE DRILL	27
TRAINING	28
OPTIONS	28
MADDEN CARDS	28
ROSTERS	31
CREATE-A-TEAM	33
USER PROFILES	34
SETTINGS	36
SAVING AND LOADING	39
INSIDE EA SPORTS™	40
PHYSICAL ATTRIBUTES	41
LIMITED 90-DAY WARRANTY	42

USING THE XBOX™ VIDEO GAME SYSTEM



1. Set up your Xbox™ video game system by following the instructions in the Xbox Instruction Manual.
2. Press the power button and the status indicator light will light up.
3. Press the eject button and the disc tray will open.
4. Place the *Madden NFL™ 2002* disc on the disc tray with the label facing up and close the disc tray.
5. Follow on-screen instructions and refer to this manual for more information about playing *Madden NFL 2002*.

AVOIDING DAMAGE TO DISCS OR THE DISC DRIVE

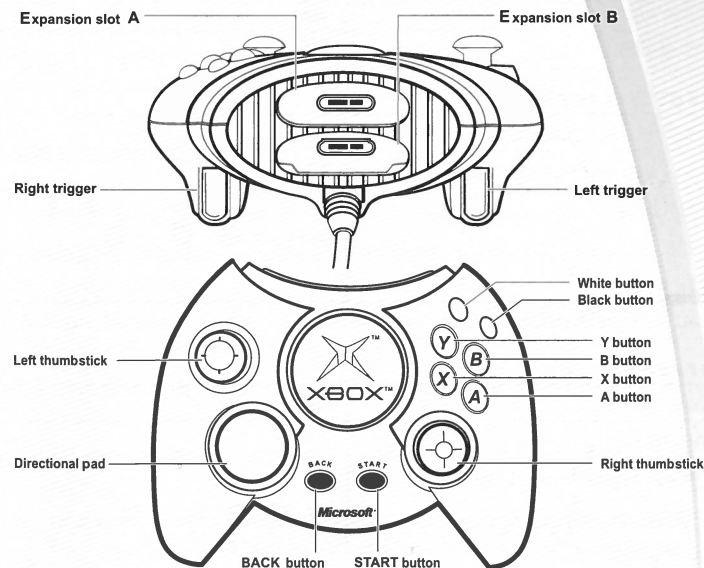
To avoid damage to discs or the disc drive:

- Insert only Xbox-compatible discs into the disc drive.
- Never use oddly shaped discs, such as star-shaped or heart-shaped discs.
- Do not leave a disc in the Xbox console for extended periods when not in use.
- Do not move the Xbox console while the power is on and a disc is inserted.
- Do not apply labels, stickers, or other foreign objects to discs.

USING THE XBOX CONTROLLER



XBOX CONTROLLER CONFIGURATIONS



1. Insert the Xbox Controller into any controller port of the Xbox console. For multiple players, insert additional controllers into available controller ports.
2. Insert any expansion devices (for example, Xbox Memory Units) into controller expansion slots as appropriate.
3. Follow on-screen instructions and refer to this manual for more information about using the Xbox Controller to play *Madden NFL 2002*.

MENU CONTROLS

Highlight menu item	D-pad or left thumbstick ↑/↓
Change highlighted item	D-pad or left thumbstick ←/→
Select/Go to next screen	A or START
Cancel/Return to previous screen	B or BACK
Help menu	X (hold down)

BASIC CONTROLS

Take over any game with the use of these basic controls.

GENERAL GAMEPLAY

Pause game	START
Call timeout	BACK

PLAY SELECTION

Cycle sets and formations	D-pad or left thumbstick
Select sets and formations	A
Select play	D-pad or left thumbstick ↑/↓ and then X, A, or B

KICKING

Start kick meter/Kick the ball	A
--------------------------------	---

OFFENSE


Snap the ball	A
---------------	---

PASSING:

View available receivers	A
Throw the ball	A, B, X, O, or ●
Move player	D-pad or left thumbstick

DEFENSE

Switch player	A
Move player	D-pad or left thumbstick
Dive	X

 **NOTE:** In addition to these basic moves, *Madden NFL 2002* includes many other control features that can trigger that fourth quarter comeback. For more detailed information about all gameplay controls, see *Complete Control Summary* on p. 6.

INTRODUCTION



The award-winning Madden franchise makes its highly anticipated debut on the Xbox™ video game system from Microsoft®. Delivering the intense emotion and hard-hitting action of the National Football League™, *Madden NFL 2002* takes its dominance to a new level. Whether you're playing an Exhibition game or going deep into Franchise mode, all the glory of *Madden NFL 2002* is a single play away.

GAME FEATURES

- ❖ **Kick Off The Season With The Newest NFL™ Franchise**—Take the field with all 32 NFL teams including the expansion Houston Texans™
- ❖ **Football In Your Face**—Enriched player faces and on-field animations bring you closer to the drama and inside the huddle.
- ❖ **A Game Within A Game**—Run the Two Minute Drill and earn bonus points in this quick-hitting, fast-paced game mode.
- ❖ **It's Your Game, It's Your League**—Create a Custom League or Tournament and start your own rivalries.
- ❖ **Bang—Boom—Pow!**—Perfect the X's and O's with the help of John Madden in Training mode.



For more info about this and other titles, visit EA SPORTS on the web at www.easports.com.



NOTE: The Houston Texans uniforms were not finalized when this game was completed. The uniforms in *Madden NFL 2002* are generic representations. To see the real Texans uniforms check out www.NFL.com.

COMPLETE CONTROL SUMMARY

OFFENSE (BEFORE THE SNAP)

Coach's Cam (View receiver routes)	L + D-pad or left thumbstick ←/→
Fake snap	B
Call an audible	X and then X , A , B , L , or R
Flip play	X and then ⬇
Quiet the crowd	right thumbstick button
Pan camera	R + D-pad or left thumbstick ←/→
Snap the ball	A

⌚ To cancel an audible after bringing up the audible selector press **Y**.
To run the original play, after selecting an audible, press **⬇**.

RUNNING

Move player/Run	D-pad or left thumbstick
Sprint	A
RB Dive	X
QB Slide/Dive	X (tap)/ X (hold down)
Jump/Hurdle	Y or right thumbstick ↑
Spin	B or right thumbstick ↓
Juke left/right	L/R
Stiff arm left/right	⬅/➡ or right thumbstick ←/→

⌚ If you attempt a stiff arm with the arm that is holding the ball, the ball carrier will switch the ball to the other hand.

PASSING

View available receivers	A (after the snap)
Pass to the receiver with corresponding control symbol	A , B , X , ⬅ , or ⬇
Throw ball away	L + Y (while passing icons are up)
Toggle passing icons	Y

Route-based passing	L + receiver symbol
Pump fake (while passing icons are up)	R

RECEIVING

Control intended receiver	A
Dive for pass	X
Sprint	B
Jump for pass	Y

BLOCKING

Switch to closest blocker/receiver	A
Cut block	X
Power block	B

DEFENSE (BEFORE THE SNAP)

Cycle through defenders	A or B
Reposition player	D-pad or left thumbstick
Defensive line shift	⬅/➡
Linebacker shift	L/R
Coverage audibles (see p. 15)	Y then A , B , or X
Call an audible	X and then X , A , B , L , or R
Flip play	X and then ⬇
Pump up crowd	right thumbstick button

⌚ To cancel an audible (or coverage audible, p. 15) at the line of scrimmage, press **Y**. To run the original play (or reset the coverage audible) press **X** and then press **⬇**.

DEFENSE (AFTER THE SNAP)

Control player nearest to the ball	A
Move player	D-pad or left thumbstick
Dive	X
Sprint	B
Jump	Y
Strip ball	L/R
Spin move left/right (engaged)	L/R
Swat ball (ball is in the air)	L/R
Swim or Rip move left/right (engaged)	⬅/➡



KICKING GAME

Direction/Elevation of kick	D-pad or left thumbstick
Start Kick Meter	A
Stop Kick Meter (power)	A
Stop Kick Meter (accuracy)	A
Call an audible	X and then X , A , B , L , or R

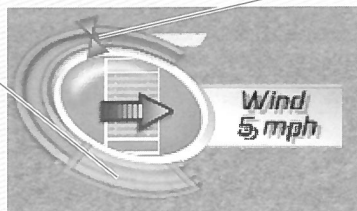
KICKING THE BALL

When you are kicking the ball, whether it's for a kickoff, punt, or field goal, the kick meter appears in the bottom left hand corner.

➤ Press **A** to start the kick meter.

Press **A** again when the meter comes back to this point.

Pressing **A** here gives your kick better accuracy.



When the meter reaches here, it is at its highest desirable point.

Press **A** again before it passes this section or you will over-kick.

- ❖ Over-kicking can add power to the kick. Remember though, using over-kick decreases your chances for making an accurate kick.
- ❖ Aim your kick or change the trajectory with the directional meter by pressing the D-pad or moving the left thumbstick. You must do this before you kick the ball.

KICKOFF/PUNT RETURNING

Switch players	A
Move return man	D-pad or left thumbstick
Fair catch (you must have control of the return man)	Y



NOTE: If you don't move your return man after he catches a kickoff or punt in the endzone, he kneels down automatically for a touch-back.

SETTING UP THE GAME

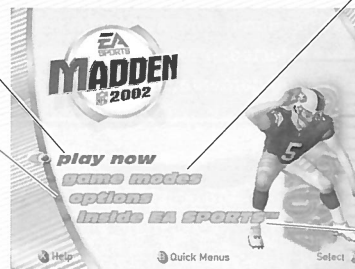


MAIN MENU

The Main menu is *Madden* central. From here, you can choose the game mode you want to play or access a variety of game options.

Play a Quick Game (see p. 10), run the Two-Minute Drill (see p. 27), or brush up on your skills in Training Mode (see p. 28)

View and trade Madden Cards, update and change your team Rosters, Create a Team, customize a User Profile, adjust game settings, and access a memory unit (MU) (see *Options* on p. 28)



Play an Exhibition game, create a Season, operate a Franchise, Set up a Tournament, create a Custom League, run a Practice, or put yourself in a Situation (see *Starting an Exhibition Game* below or *Other Game Modes* on p. 25)

Get a Season Preview and view game credits



NOTE: Default options are listed in **bold** in this manual.

EASY PLAY / NORMAL PLAY

Before you reach the Main menu, *Madden NFL 2002* gives you the option to play a Quick Game with the **EAsy Play** function **ON**. When **EAsy play** is active the game is simplified for easier learning. Select **NORMAL** if you'd rather play with the traditional Madden gameplay style.

STARTING AN EXHIBITION GAME

Play an Exhibition game between any two teams.

To start an Exhibition game:

- From the Main menu, select Game Modes and press **A**. Next, highlight **EXHIBITION** and press **A** again. The Team Select screen appears.

QUICK GAME

Skip all the pre-game activities of an Exhibition game and jump to a Quick Game. Just select the Home and Away teams and get on the field.

To play a Quick Game:

1. From the Main menu, select **PLAY NOW** and press **A**. The Play Now pop-up menu appears. Highlight **QUICK GAME** and press **A** again. The Team Select screen appears. Press the D-pad to select the Home and Away teams plus the Home and Away players (Controller or CPU). When the teams are selected, press **START** and the players take the field. For more information on gameplay, see *Playing the Game* on p. 12.

TEAM SELECT SCREEN

Select the Away and Home teams of your choice as well as a stadium to play in. If that's not enough, you can also change the time of day and weather. All 32 NFL teams plus classic teams from the past, all-time teams and NFL Europe teams are represented.

AWAY AND HOME TEAMS

Toggle the Away and Home teams (press the D-pad or move the left thumbstick **←** or **→**). The team's logo and helmet appear on the Team Select screen once the team has been selected.

- Pulling **L** or **R** randomly selects a "current" Home and Away team, while pressing **○** or **●** randomly selects a "historic/fantasy" team.



EA TIP: Use the statistical team ratings to help determine which teams make for a good match-up.

STADIUM SELECT (WEATHER AND TIME OF DAY)

Play your game at any stadium featured in *Madden NFL 2002*.

- To reach the Stadium Select screen, click the **right thumbstick button** at the Team Select screen.
- ❖ To play in the rain or snow, adjust the weather options to vary your playing conditions. Increasing the precipitation while decreasing the temperature creates snow.



NOTE: If your game is played in a dome stadium, you can't adjust the weather conditions.

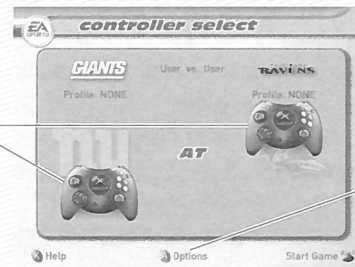
- ❖ To reach the playing field, continue through the Controller Select screen (press **A** to reach the Controller Select screen) after you select your teams (and stadium and weather conditions).



NOTE: To load a Created Team (see p. 33) press **Y** and the Load File screen appears. From here you can load a created team to the Team Selection screen. Once a team is loaded, your Create-a-Team logo appears in the Team Selection menu.

CONTROLLER SELECT SCREEN

Select a team to control in the game. From here, you can also select a playbook.



To choose a team, press the D-pad **←** or **→** and position the controller icon under your desired team

Press **A** to select more options

CONTROLLER SELECT POP-UP MENU

From the Controller Select Pop-Up menu, you have the option to select your team jersey, select a User Profile, risk Madden cards, select a playbook and adjust your control settings.

- To reach the field, Highlight **PLAY GAME** and press **A**.

RISK CARDS

Risk Cards allows you to risk Madden Cards during the game. For more information, see *Madden Cards* on p. 28.

CONTROL SETTINGS

Select from one of four controller configurations. You can also turn vibration **ON/OFF** from here.

SELECT UNIFORM

Select the jersey the home team wears during the game. This list sometimes includes throwback uniforms and/or alternate jerseys from the past (not applicable for all teams). The away team wears the opposite jersey type, either dark or white, selected by the home team.

➤ You can press  at the Controller Select screen to begin the game.

SELECT PROFILE

You can attach an active User Profile to both the away and home teams. If an active User Profile is associated with a team during a game, you will be able to track user statistics. You can view user statistics from the User Profiles submenu.



NOTE: All User Profile settings overwrite any game settings when active.

SELECT PLAYBOOK

Select from a list of team playbooks in *Madden NFL 2002*. You can choose from any of the 32 true team playbooks as well as five generic offensive playbooks.

PLAYING THE GAME

After all the pre-game adjustments, the captains meet midfield for the coin toss.

COIN TOSS

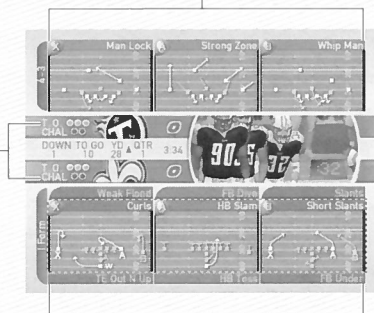
➤ Before the Coin Toss, the scouting report and stadium information are displayed. To bypass these screens, press **A**.

The winner of the toss may choose to kick, receive, or defend a goal; the loser picks from the remaining choices. Once the coin toss is decided, get ready for some hard-hitting, smash-mouth football.

PLAY CALL SCREEN



Select the plays for your controlled team.

Defensive Formation/Play windows
(Defense is always at the top of the screen)






Timeouts remaining;
Score; Down, quarter and clock information;
Number of Coaches Challenges remaining

Offensive Set/Formation/Play windows


➤ To list the plays in the next window, press the D-pad  or  to cycle through windows.

To select an offensive or defensive play:

1. Use the D-pad to select a formation and set, then press **A**.
 2. To select the desired play, press the D-pad  or  and then press the **A**, **B**, or **X** button.
- To go back to the previous window, press **Y**.
- ❖ On offense, running plays are identified by green borders, and passing plays are identified by blue borders.
- To flip plays, press .
- To call a play from the header below the selection window, pull and hold **R** + **A**, **B**, or **X**. To call a play from the header above, pull and hold **L** + **A**, **B**, or **X**.
- To ask John Madden for coaching assistance on your next offensive play, press **X** and a suggested play is highlighted in the play selection window.
- To choose offensive plays designed for your Go To Guy, press **B**, then press the D-pad or move the left thumbstick to scroll through your list of Go To Guys. Press **A** to view a list of plays featuring that player.



NOTE: When you call a "Go To Guy" play, the button configurations/passing symbols change (your Go To Guy is represented by **A**).

➤ Press  in the Play Call screen to view fatigue levels for your players. When red, players are tired and need rest; yellow means players are slightly winded; and players are fresh when their symbol is green.



NOTE: After each play, the offense has 40 seconds (25 after penalties and timeouts) to select a play before a delay of game penalty is called. The defense has five seconds to choose a play after the offense is ready to break the huddle.

SPECIAL TEAMS PLAYS

From the Play Call screen, you'll find punt and kick plays normally used on fourth down. However, you can also find a few special trick plays used when running your offense with or against the clock.



GAME SCREEN

Down and yards to go

Time remaining in quarter

Controlled player



Player identifier

Play clock

➤ If your player is off-screen, an arrow the same color as your control indicator points toward him from the edge of the screen. Press the D-pad in the opposite direction of the arrow to bring the player on-screen.

GAMEPLAY TIPS

HOT ROUTES

Use a Hot Route at the line of scrimmage when you see a weakness in the defense. Hot Routes quickly change a receiver's original route before the ball is snapped.

To call a Hot Route:

1. Press **Y**, then press the button symbol of the receiver whose route you want to change.
2. After the receiver's original route is cancelled, press the D-pad **↑** to send him on a fly pattern, press the D-pad **↓** for a curl pattern, or press the D-pad **←** or **→** to run an in or out pattern.

BLOCKING HOT ROUTES

Change your blocking assignments with a Blocking Hot Route for your halfbacks, fullbacks and tight ends. Call these at the line of scrimmage when you anticipate the defensive pressure coming from an unprotected side of the line.

To call a blocking Hot Route:

1. Press **Y**, then press the button symbol of the running back or tight end whose passing/blocking route you want to change.
2. Pull **L** to change to a blocking assignment to the left. Pull **R** to change it to the right.

RECEIVER MOTION

To give the defense something else to look at, put a player in motion before you snap the ball. Once the play begins, the player runs the same route from his current location.

To call man in motion:

1. While at the line of scrimmage, press the D-pad or move the left thumbstick **↑** or **↓** to highlight the player that you want to put in motion.
2. Press the D-pad or move the left thumbstick **←** or **→** to send that player in motion.
3. Snap the ball.

BULLET/TOUCH PASS

If the coverage is tight or if your quarterback is under heavy pressure, throw a bullet pass (hold down the button that corresponds to the targeted receiver) and the quarterback fires the ball to the receiver. To drop the ball in over coverage, throw a touch pass (tap the button) and your receiver has an easier time catching the ball.

ROUTE-BASED PASS

On a route-based pass, the quarterback leads the receiver based on the player's route instead of the current direction the player is running.

➤ To throw a route-based pass, pull and hold **L** and press the button of the receiver you want to throw to and the quarterback leads the receiver through his route while he's running.

QB SCRAMBLE

If your quarterback is under heavy pressure, press **Y** while he's still behind the line of scrimmage and scramble for yardage. During the run, you can press **Y** again to bring up the passing symbols. However, once the quarterback crosses the line of scrimmage, he's not allowed to throw the ball downfield.

HURRY-UP OFFENSE

To run a hurry-up offense, hold down **Y** immediately at the end of the play (just after the whistle blows). The offense skips the huddle, hurries to the line of scrimmage, and repeats the previous play.

If you want your quarterback to call the "spike ball" play, hold down **B** at the end of a play to run a stop clock play. To call a "fake spike" trick play, hold down **X**.

COVERAGE AUDIBLES

On defense, coverage audibles allow you to change the logic of the defensive backs at the line of scrimmage. There are three levels of coverage audibles: The first (**Y** then **X**) puts the defensive backs into bump and run. The cornerbacks jam the receiver at the line of scrimmage for tight man-to-man coverage. The second (**Y** then **B**) puts the defensive backs 3-5 extra yards off the ball in loose coverage and the third (**Y** then **A**) shifts the defensive backs and linebackers into better position to cover their assigned man. Pressing (**Y** then **A**) a second time shifts the players back to their original positions.



PAUSE MENU

➤ During the game, press  to reach the Pause menu.

RESUME GAME

Continue the current game.

INSTANT REPLAY

View all the action from the last play from every angle possible. You can also save the replay by loading it to an MU.

CALL TIMEOUT

Call one of three timeouts per half.

CHALLENGE PLAY

Use one of the two Coaches Challenges on any questionable play. If you challenge a play and it's not overruled, you lose a timeout.



NOTE: You may not exercise a challenge after viewing an instant replay of the last play.

STATS/INFO

Game: View offensive and defensive team statistics.

Individual: View offensive and defensive player statistics by position and team.

Score Summary: View scoring summary for the entire game.

Drive Summary: View a summary of the current drive.

COACHING STRATEGIES

Depth Charts: Re-arrange your depth chart for all positions.

To change the order of the depth chart:







1. Highlight DEPTH CHART and press **A**.
2. Highlight a player from the depth chart screen (on top) and press **A**. Your cursor moves to the team roster.
3. Highlight a player from the team roster and press **A**. The new player is inserted into the depth chart.



NOTE: 3rd down running backs (3DRB) sub in for the halfback on every 3rd and long situation. 3rd down backs typically have better hands and/or are a little faster than the starting running back.

Formation Subs: Arrange the personnel for a specific formation and set.

To sub in a player:

1. Highlight formation SUBS and press **A**.
2. Select a situation (press  or  to scroll through the selections) and then a formation and set (press the D-pad  or ).
3. Select a position by pressing the D-pad  or  to scroll through the players in a set and then press **A** on the desired player.
4. From the Available Players list, highlight a player to be substituted in the starting spot and press **A**. The new depth chart is set.

Audibles: Each team has 10 audibles—five on offense and five on defense. For more information, see *User Audibles* on p. 35.

Injury Report: View the condition of players who have been injured during the game or who have a pre-existing injury.

Play any of the Madden Cards you have earned through Madden Challenge or view the status of the challenges for the current profile.

To play a Madden Card:

1. Scroll through your available cards and press **A** on the card you want to play.
2. Press **Y** to flip the card over and view the back.
3. Press **A** on Play Card to activate that card.

MADDEN CARDS

SETTINGS

Adjust your game settings (this also includes Controller Select). For more information, see *Settings* on p. 36.

CAMERA VIEW

Select the camera view from one of six different angles, or set your own with the User Defined option.

QUIT/SAVE

Quit the game and return to the Main menu, or save the game to your MU and resume the action at another time.



SEASON/FRANCHISE

In Season and Franchise mode play a full 16-game season as one of the 31 NFL teams and bring home an NFL championship.

SEASON AND FRANCHISE MODE

There is a distinct difference between Season and Franchise modes. When playing in Franchise mode, you continue playing games season after season, while in Season mode, the league ends after your team plays its final game in season No. 1.

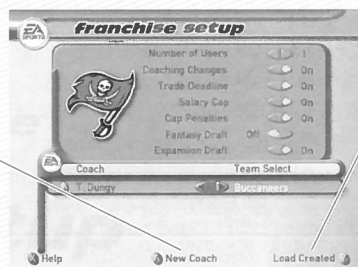
If you continue to play in season No. 2 (and beyond) in Franchise mode, you run your team's operations in the post-season by taking part in the NFL draft. You also get to negotiate player contracts, waive players, and sign free agents. Players may retire at the end of a season and player attributes change during every off-season. In other words, your team's roster continues to change through the entire franchise. You are given the option to convert your Season to a Franchise at the end of the year.

To begin a Season/Franchise:

1. From the Main menu, select GAME MODES and then cycle to SEASON (or FRANCHISE) and press **A**.

SEASON/FRANCHISE SETUP SCREEN

Get deep into *Madden NFL 2002* and set up your Season/Franchise exactly the way you want.



When your options are selected, press **A** to select a team and a coach from the bottom half of the screen.

Created Teams:
Press **Y** to load a created team to Season/Franchise mode. After you load a team, you still need to select it from the Team Select menu.

NUMBER OF USERS

Select the number of users you want to have in your league (1-31).

COACHING CHANGES

When **ON**, coaches may resign after a season when their coaching points reach 0 in the Coach Options. Franchise mode only.

TRADE DEADLINE

When **ON**, the NFL trade deadline is enforced. No trading is allowed after Week 6.

SALARY CAP

When **ON**, the NFL salary cap is enforced and you have a limited budget to sign free agents and draft picks.

CAP PENALTIES

When **ON**, releasing a player from your team's roster incurs a monetary penalty for the remaining years of that player's contract or until another team signs him.

FANTASY DRAFT

When **ON**, teams create a custom roster by drafting players from the entire pool of every active NFL player. For more information, see *Fantasy Draft* on p. 20.

EXPANSION DRAFT

When **ON**, the Houston Texans or a Create-a-Team stock up on a pool of 155 players before joining the league. For more information, see *Expansion Draft* on p. 24.

SELECTING A TEAM

You can run any team in the league of your choice.

To select a team:

1. After you select the number of users and adjust your league settings, press **A**. The cursor moves to Team Select/Coach Select menu.
2. Press the D-pad **←** or **→** to select a team and press **START** to reach the Season/Franchise menu.



NOTE: In Season mode, you can trade players for any team in the league, even CPU-run teams. However, you can only make trades for User Controlled teams in Franchise mode.

SELECTING A COACH (FRANCHISE MODE ONLY)




All NFL coaches and their playbooks are available for you. If none of the coaches satisfy you, create one of your own.

To select a current NFL coach:







- After you select a team to run, press **A** to reach the Coach pop-up box. Highlight **START FRANCHISE** if you wish to start the season with the current coach and press **A**. From here, your first NFL season begins.



To select another NFL coach:

1. If you wish to change coaches, from the Coach pop-up box, highlight the current coach and press the D-pad  or  until you find the coach of your choice.
2. Highlight START FRANCHISE and press . Your first NFL season begins with a new coach running the team.







To create a coach:

1. If you wish to create your own coach, from the Coach pop-up box, highlight NEW COACH and press . The New Coach menu appears.
2. Highlight COACH and press  to edit your coach's name.
3. Type in a name from the edit box and select DONE. Your new coach's name appears on the screen.
4. To select a body type for your coach, highlight MODEL 1 and press the D-pad  or .
5. When finished, highlight OK and then press .
6. Once your coach is created, highlight START FRANCHISE and press . The Franchise "Year 1" menu appears.


FANTASY DRAFT

If you are playing a Season or Franchise mode with this option ON, all active NFL players are thrown into a single draft pool. Teams then add players to their rosters one-by-one in a 47-round Fantasy Draft. Once the draft is concluded, the league begins.

To run a Fantasy Draft/to draft a player:

1. After you set up your Season/Franchise (with Fantasy Draft ON), press  to begin the draft. The first team on the clock must select a player (The CPU selects players for CPU-controlled teams).
2. To draft a player, highlight a name of the player you wish to select and press . You can browse through the positions lists by pressing  or . Move through the available players by pressing the D-pad  or .
3. After you select a player, he is added to the team roster.



NOTE: To simulate the draft at any time, press .

SEASON/FRANCHISE MENU

PLAY WEEK

This screen lists all the games throughout the season. You can scroll through each week and observe the matchups for the current and future weeks and the scores of games that have been played.

ROSTERS

View team rosters and make all player movements. For more information, see *Rosters* on p. 31.

COACH OPTIONS (FRANCHISE ONLY)

Profiles: Set various coaching options for your team. You can choose your playbook and your coaching strategies, and set various off-season assistance options.

Positions: View all of the user coaches and their current positions. You can also modify which team you are coaching, if coaching slots are open.

Ratings: View player-controlled coach career stats.

Access all the team and individual stats, team rankings, and league standings. The league news and injury reports are also available from this menu.

STATS/INFO

AWARDS

View weekly and yearly awards as well as Pro Bowl and All Madden team selections.

OPTIONS

Madden Cards: Trade Madden Cards between active User Profiles and view season and game performance records. For more information, see *Madden Cards* on p. 28.

User Profiles: Create and edit your User Profile, check out user stats and set up your audibles and user settings from here. For more information, see *User Profiles* on p. 34.

Settings: Adjust your game settings for the season. For more information, see *Game Settings* on p. 36.

Memory Unit: Save your Season to your memory unit. For more information, see *Saving and Loading* on p. 39.



PLAY WEEK MENU

View all the games that are to be played throughout the season in the Weekly Schedule (you can scroll through each week and observe the scores of games that have been played) or view Team Schedules team by team. Although playing a Franchise game is similar to playing a Season mode game, users in Franchise mode can only control their own team. All other games must be simulated.

PLAYING A GAME

To advance through your season, you must either play your designated games or simulate them.

To play a game in Season/Franchise mode:

1. Select WEEKLY SCHEDULE and press **A**.
 2. Press the D-pad **↑** or **↓** to highlight the desired game on the Weekly Schedule.
 3. Press **A**. If the game is a user-controlled game (indicated by a red checkmark), you advance to the Controller Select screen after non-user controlled games are simulated. If the game is a non-user controlled game, you must select PLAY GAME (other options include SIMULATE GAME, SIMULATE WEEK, and SIMULATE SEASON) and then press **A** at the pop-up screen before you can proceed.
- ❖ Non user-controlled games will only be simulated if they start prior to, or at the same time as the game you're going to play.
 - ❖ User control of a game can be checked or unchecked by highlighting the desired game and pressing **Y**.
 - ❖ In Franchise mode, you may only play games that involve the teams that you selected prior to starting the Franchise, see *Selecting a Team* on p. 19.

SIMULATING GAMES

This is a helpful tool if you want to have the CPU quickly play all of its games in a week. After a game is simulated, the final score appears next to that game, and the schedule advances to the next week. There are three different ways to simulate games on the schedule: SIMULATE GAME, SIMULATE WEEK, and SIMULATE SEASON.

SIMULATE GAME

Simulate the highlighted game in the schedule.

SIMULATE WEEK

Simulate all games, including user-controlled games. After it is finished simulating the entire week, the schedule for the next week appears.

SIMULATE SEASON

Simulate all games listed in the schedule for the year.



NOTE: If you are only simulating the current week rather than a group of weeks, user-controlled games are not simulated.



DURING THE SEASON

During a Season, you can control any team, on any week, at any point during the year (you can only run player-controlled teams in Franchise mode). You can also make player trades, sign free agents and change game settings. Whether you're playing or simulating the games, you can also get all the league information from the Season menu. You can also access your Madden Cards and User Profiles at any time during the season.

❖ For more information on roster moves, see *Rosters* on p. 31.

AFTER THE SEASON

The season ends after the AFC-NFC Pro Bowl. However, you do have the option to continue on to Season No. 2. If you decide to continue, your Season turns into Franchise Mode and the computer generates a new schedule for you. If you decide not to continue, the season is over, and you must restart the mode. In Franchise mode, you are prompted to advance to the off-season automatically after the Pro Bowl.

THE OFF-SEASON (FRANCHISE MODE)

After any season, it's time to think about the future. Build your dynasty through the draft or by signing key free agents. You control the moves for your team and the computer handles the other teams. You can re-sign, trade, draft players and sign free agents.

OFF-SEASON SCHEDULE

RETIRED PLAYERS

View the retired players from every roster.

RE-SIGN PLAYERS

Negotiate contracts with players from your own team.

- To begin contract negotiations, highlight an unsigned player and press **A**. Offer a salary, highlight Submit Offer, and press **A** again to submit the offer sheet. The player either accepts or declines the offer.

EXPANSION DRAFT

When **ON**, the Houston Texans or a Create-a-Team stock up on a pool of 155 players before joining the league. For more information, see *Expansion Draft* on p. 24.

FREE AGENT SIGNING

Before the draft you have a 45-day period to sign available free agents. You must fit all players you wish to sign under the salary cap.

Begin the seven-round rookie draft. Each team selects one player per round. You can simulate the draft at any time.

- To select a player, press **A**. To simulate the draft at any time, press **START**. Then select YES and press **A** again when you are asked if you wish to simulate the rest of the NFL draft.

SIGN DRAFT PICKS

After the draft, you must sign your draft picks to your roster. You must fit these players under the salary cap in order to keep them on your roster.

RE-ORDER DEPTH CHARTS Modify the roster before the new season.

START NEW SEASON Begin a new year of football.

EXPANSION DRAFT

If you are playing a Season or Franchise mode with this option **ON**, you can run the Expansion draft by selecting players made available in the off-season for the new Houston Texans or a "Create-a-Team." You have 30 to 42 selections and when the Expansion draft is completed, the new team joins the league.

If the CPU is controlling the expansion team, you expose 5 players from your roster to the draft. If the expansion team selects one of your players, you can remove a remaining player from the draft pool and place him back on your roster. If the expansion team selects a second player, you can remove the rest of your exposed players from the draft pool. If the Expansion Draft option is **OFF**, no team joins the league for year No. 2.



NOTE: The Expansion Draft player selection process is run similar to a Fantasy Draft. For more information, see *Fantasy Draft* on p. 20.



NOTE: If you wish to skip any steps in the off-season, you can simulate past them; however, if your Coaching Options are not set to CPU for a given step, then your team will not participate in that part of the off-season. After all the off-season steps are complete, a new schedule is generated, and the next season begins.

OTHER GAME MODES**TOURNAMENT****TOURNAMENT SETUP BOX**

NUMBER OF PLAYERS Play a **4**, **8** or **16** team tournament.

TOURNAMENT TYPE Choose a **SINGLE** or **DOUBLE ELIMINATION** tournament.

FANTASY DRAFT When **ON**, conduct a Fantasy Draft before playing in a tournament (see *Fantasy Draft* on p. 20). The default is set at **OFF**.



NOTE: *Created Teams*—Press **Y** to load a created team to the custom league. After you load a team, you still need to select it from the Team Select menu.

To start a Tournament:

1. Select the desired setup options for the tournament, then press the **A** button to move to the Team Selection. Press the D-pad **←** or **→** to cycle through available teams and press **START** when all the desired teams have been chosen.
2. To play a game, select Tournament Tree at the Tournament main menu and press **A** on the desired match-up. The Options pop-up screen appears. From here, you can choose to simulate, forfeit, or play the game.

CUSTOM LEAGUE**CUSTOM LEAGUE SETUP BOX**

NUMBER OF TEAMS Play in a league with up to 16 teams (you must have at least four in order to run the custom league).

FORMAT Play in a **ROUND ROBIN** or **DOUBLE ROUND ROBIN** league. When set at **ROUND ROBIN**, teams play every other team in the league once. When set at **DOUBLE ROUND ROBIN**, you play every team twice.

PLAYOFF TEAMS Select the number of teams (**2**, **4**, **8**, or **NONE**) that reach the post-season.

FANTASY DRAFT When **ON**, conduct a Fantasy Draft and then play in your custom league (see *Fantasy Draft* on p. 20).



NOTE: All teams are player-controlled in this mode, although you can play individual games against the CPU.








PRACTICE

PRACTICE SETUP SCREEN

From the Practice Setup screen, select the offensive and defensive teams that you want to practice with. You must also select a practice type in the Mode bar.

MODE BAR

These options give you the ability to select what aspect of your team you want to practice (**NORMAL**, **OFFENSE ONLY**, or **KICKOFF**). If you want to practice offensive plays without a defense on the field, choose **OFFENSE ONLY**. If you want to practice playing offense or defense, choose **NORMAL**. If you want to practice kickoffs or returning kickoffs, choose **KICKOFF**.

- Once you are finished setting up your practice settings, press  or  to reach the Controller Select screen. After you select a team, press  or  to advance to the Controller Select screen. After selecting a team, press  to reach the practice field.

PRACTICE FIELD

Once you're on the practice field, you can run every play in your playbook.

- To re-spot the ball, press . Then press the D-pad to select the new spot on the field, and press  when finished.
- To choose a different play, press .

PRACTICE PAUSE MENU

The Practice Pause menu is similar to the in-game Pause menu (see p. 16) expect for the following options:




RE-SPOT BALL	Re-spot the ball anywhere on the field, between the hash marks.
CHOOSE NEW PLAY	Choose a different play to practice.
PRACTICE TYPE	Switch to a different practice type (NORMAL PLAYS , OFFENSE ONLY , KICKOFFS).
CONTROLLER SELECT	Select a different team to control (OFFENSE or DEFENSE , RETURN or KICK).

SITUATION

It's late in the fourth quarter and you're trailing by four. See if you can pull off the win to keep your playoff hopes alive.

To Select your Situation settings:

1. To set the game situation, press the D-pad  or  to change highlighted setting.

2. Press the D-pad  or  to choose a new setting to change.
3. Press  to advance to the Controller Select screen. Continue as you would in an Exhibition Game (see *Starting an Exhibition Game* on p. 9).

TWO MINUTE DRILL

The pressure is on and the clock is winding down. Run the Two Minute Drill and rack up as many points—and tokens—as you can before the final gun sounds.



NOTE: This game mode is accessed from the Play Now option at the Main menu.

TWO MINUTE DRILL SETUP BOX

PLAYERS

Play with up to 4 players in the Two Minute Drill.

CPU DEFENSE

Choose the defense to play against. All players play against the same squad.

PLAY FOR TOKENS

When **ON**, players can earn tokens during the Two Minute Drill and use them to obtain Madden Cards. (For more information, see *Madden Cards* on p. 28).

DIFFICULTY

Choose your playing difficulty level: **ROOKIE**, **PRO**, **ALL PRO**, and **ALL MADDEN**. The higher the level, the more points you can receive.



NOTE: Player 1 takes the field with the ball on their own 20-yard line. As soon as a player's time runs out, the next player in line takes the field.



NOTE: If a player scores before time expires, you keep possession of the ball and start a new drive from your 20-yard line.



NOTE: Press  to view high scores in this game mode.



TRAINING

With the help of John Madden and his on-screen telestrator, get in-depth knowledge of each play and learn how each formation can help you during a game. Madden runs the play first with an in-depth preview and then it's your turn to take control of the play. You can earn tokens with big plays, so pay attention to what John Madden has to say.



NOTE: This game mode is accessed from the Play Now option at the Main menu.



NOTE: Training mode is run similar to Practice Mode (NORMAL mode). For more information, see Practice on p. 26.



NOTE: In order to earn tokens, you must activate a User Profile from the Training Setup menu.

OPTIONS

MADDEN CARDS

Earn tokens for each Madden Challenge task completed, then use those tokens to buy Madden Cards. Activate one of five types of cards (Current Players, Historic Players, Teams, Stadiums, and Cheats) to give your game a boost. Or initiate a trade to get that coveted card.

CARD BOOK

View the cards you have collected or buy new packs.

To buy a pack of Madden Cards:

1. From the Card Book screen press **Y**. If you have tokens available, you should receive a message asking if you would like to buy a new pack. Select yes and press **A**.
2. Scroll through the cards to see if you earned any new cards.

To play or sell a Madden Card:

1. From the Card Gallery screen select a card to sell by highlighting it and pressing **A**. The View/Play Card screen appears.
 2. Choose either Play CARD or SELL CARD and press **A**. The Card Gallery screen reappears.
- ❖ You can sell back a Madden Card to recoup tokens.
 - ❖ Activate a card to reap its benefits. (Flip a card by pressing **Y** to see its attributes).



NOTE: Some cards such as cheats and current players can only be activated during a game, see Play Madden Cards on p. 28.



To risk a Madden Card:

- ❖ Madden Cards can only be risked in 2-Player games where each player is using a User Profile (and has cards to wager).
1. From the Controller Select screen, press **A** to access User Options.
 2. Select a User Profile for each player if one is not already in use.
 3. Highlight the Risk cards option and press **A**. The Risk Cards screen appears both players must have a profile already loaded first.



NOTE: Both players must have a profile already loaded before you can proceed to the Risk Cards screen.

4. Browse through your cards by pressing the D-pad and **○** or **●**.
5. Press the **A** button to select a card, then press **Y** to flip the card.
6. Select ADD TO RISK, then press **A**.
7. Switch to the other profile by pulling **L** or **R** and repeat steps 3-6.
8. When you are finished selecting cards, press **Y** to view the risk. Highlight RISK CARDS and press **A**.
9. At the pop-up window confirm that you wish to risk these cards to return to the Controller Select screen. The player who wins the game, wins the cards risked by other player.

RATING SYSTEM

There are four categories in which Madden Cards are rated.

CARD LEVEL

Generally, GOLD cards last for an entire half of a game, SILVER cards last for an entire quarter, and BRONZE cards for one play. On some cards the levels affect the amount of change rather than the length of time available. Read the back of the card for details.

POWER (P)

Indicates how "strong" a card is.

VALUE (V)

The number of tokens assigned to a card, based on its rarity, that are received if the card is sold.

RARITY (R)

The odds of getting a particular card.

LIFE (L)

Life expectancy of a card (unlimited or once).

STATUS

TOKENS EARNED

Status of points earned at each level.

BALANCE

Current number of Madden tokens for that user.

USER SELECT

Pull **L** or **R** to cycle through and choose a loaded User Profile.

LEVEL SELECT

Press **○** or **●** to cycle through the five Challenge Levels.

TOKEN SCALE TABLE

The number of tokens earned on each skill level for completing a task.

CHALLENGE TASK TABLE

List of tasks for the selected level.

TRADE

To Trade a Madden Card:

1. From the Madden Cards Main screen, choose TRADE, then press **A**. The Trade Cards screen appears.
2. Select the User Profile from which to trade a card by pulling **L** or **R**.
3. To scroll through available cards, press the D-pad **←** or **→**, or **○** or **●**, then press **A** to select the highlighted card.
➤ Press **Y** to flip the card.
4. Select ADD, then press **A**. The card has now been added to the trade.
➤ You can include up to three cards in a trade.
5. The second player repeats this process for their User Profile.
6. When all cards have been added to the trade proposal, press **Y** to bring up the current trade and select MAKE THIS TRADE. A pop-up screen prompts you to confirm the trade. To accept, highlight YES and press **A**.



Note: You may remove a card from a trade by selecting a card, flipping it, and then selecting Remove.

RECORDS

From the Records screen you have the ability to view all of the current records and the record holders. Each record has its own card. When an all-time record is broken, the corresponding card is updated here.

➤ Press **A** with the card highlighted to view the card up close.



NOTE: Records are saved to the Settings files, not a User Profile.

ROSTERS

Make key roster moves to strengthen your lineup. Trade players from team to team to add depth, sign key free agents to fill holes, release players to make room, and create a player for that special need. It's the ultimate *Madden NFL 2002* experience.

CREATE A PLAYER

Create a player for a position in need.



NOTE: This option is available only in the Main menu, Season mode, and during the off-season in Franchise mode.

To create a new player:

1. From the Roster screen, highlight CREATE PLAYER and press **A**.
2. From the Information screen, create a first and last name for the new player.
3. After you create a name, pick an age, college, team, position, jersey number, years pro, and throwing hand for your new player. When you're done, highlight CONTINUE and press **A**. The Appearance screen appears.
4. From the Appearance screen, select your player's height, weight, skin color, hair color, hairstyle, face, and face shape. Highlight CONTINUE and press **A**. The Build screen appears.
5. From the Build screen, you can adjust the muscle and fat percentage of several areas of the player's body. Pull **L** or **R** to cycle through Body, Rear, Arms, Legs, and Equipment and press the D-pad to adjust features in each section. Highlight CONTINUE and press **A**. The Equipment screen appears.
6. From the Equipment screen, pick your player's equipment. Pull **L** or **R** to adjust the equipment used for games on Turf, Grass or Both. When you're done, scroll down to CONTINUE and press **A**. The Attributes screen appears.
7. Set up your player attributes by pressing the D-pad **←** or **→** for each attribute. Scroll down to DONE and press **A** when you're finished.
8. Highlight CREATE AND EXIT and press **A** to save the player to the current mode's roster list.

VIEW ROSTER

View all NFL team rosters by team and position.

➤ Pull **L** or **R** to change teams or press **○** or **●** to focus on a particular position.



BREAKDOWN

View all NFL team rosters by team and position. If a team requires a player for a particular position, it is highlighted in a blue box.

FREE AGENTS

Sign a free agent to a team.

To sign a free agent:

- Highlight FREE AGENTS and press **A**. Pull **L** or **R** to change teams and view salary cap information for that team. If the selected team has enough room under the cap, highlight the player you wish to sign and press **A**. At the Sign Player prompt, select YES and press **A** again.
- ❖ In Season/Franchise mode, the player must be offered a salary that he may accept or reject.

RELEASE PLAYER

Release a player from any team. Once that player is released, he moves to the Free Agent list.

To release a player:

- Highlight RELEASE PLR. and press **A**. Pull **L** or **R** to view a team's roster. Scroll through the players list by pressing the D-pad **↑** or **↓**. Highlight the player you wish to release and press **A**. When prompted, select YES and press **A** to confirm the player's release.

TRADE PLAYER

Trade players from team to team.

To trade a player:

- Highlight TRADE PLAYER and press **A**. Highlight a player from any team roster and press **A**. His last name appears in the trade window. Highlight the player (from another team) that you wish to trade for and press **A**. Press **START** and the trade is either accepted or declined. If the trade is accepted, highlight YES and press **A** to proceed.



NOTE: In Franchise mode a color bar indicates how enthusiastic a CPU team is about a trade. RED = Not likely to make trade. GREEN = Likely to make trade.

DEPTH CHART

Re-Order the depth chart of all NFL teams.

To change the order of the depth chart:

- Highlight DEPTH CHART and press **A**. Highlight a player from the Depth Chart screen (on top) and press **A**. Your cursor moves to the team roster. Highlight a player from the team roster and press **A**. The new player is inserted into the depth chart. Press **Y** and the depth chart reorders automatically.

EDIT PLAYER

Change the attributes, equipment, appearance, and personal information of any player. This option is not available in all game modes.

To edit a player:

- ❖ Highlight EDIT PLAYER and press **A**. Find the player you wish to edit and press **A** again. Highlight the desired section to be edited and press **A** (Information, Appearance, Build, Equipment, or Attributes). For more information, see *Create a Player* on p. 31.

DELETE PLAYER

Delete a created player.

To delete a player:

- Highlight DELETE PLAYER and press **A**. Find the player you wish to delete and press **A** again. That player will be deleted from the Roster for the current game mode. When prompted, select YES and then press **A**.

INJURY REPORT

Scroll through the list of teams and/or positions to find the injury status of any player. This option is not available in all game modes.

- To put a player on the Injured Reserve (IR) list, highlight his name from the player list and press **A**.
- ❖ Once a player is placed on the IR list, he is ineligible for the rest of the season. However, it frees up that player's cap room.

CREATE-A-TEAM

To create a new team:

1. Highlight CREATE-A-TEAM in the Main menu Options menu and press **A**.
2. From the Create-a-Team menu, highlight NEW TEAM and press **A**. The Team Information screen appears.



- From the Team Information menu, select your team logo, choose a nickname, pick a city and state to represent, choose an abbreviated version of the team name (for scoreboard purposes), select a team roster to use and select a region and climate to play in. Press **A** or press the D-pad **←** or **→** to change/choose the options. Press **START** to continue.
- From the Stadium editor screen, select a name for your stadium, pick a stadium type, field surface, and more. Press **START** to continue.
- From the Uniform Editor screen, press the D-pad to browse through the options and the color panel to create your Home and Away uniforms. Press **START** when your uniform is complete.



NOTE: The team roster chosen for your Create-a-Team determines the team they have to replace in Season, Franchise, Tournament, or Exhibition game modes.



NOTE: Before you exit out of the Create-a-Team menu, be sure to save the team to an MU. After a team is saved, it can be loaded to Exhibition, Season, Franchise, and Tournament game modes.

USER PROFILES

Keep your audibles and favorite team game-ready and keep track of your career stats with a User Profile.

NEW/EDIT PROFILE

Keep track of your personal stats by creating a User Profile.

To create a new User Profile:

- Highlight USER PROFILES in the Main menu options menu and press **A**.
- Highlight NEW/EDIT PROFILE and press **A**.
- In the New/Edit Profiles menu, highlight CREATE NEW PROFILE and press **A**.
- In the New/Edit Profile pop-up, highlight the profile next to Profile Name and press **A** to change the name of your new profile.
- Use the Edit Box to create a name for your User Profile. Highlight DONE and press **A** to accept the new profile name.
- Choose a playbook for your User Profile by highlighting the playbook next to PLAYBOOK SELECT. Press **A** to see a list of playbooks. When you've found the playbook you wish to use, press **A** again.

- From the User Profile setup box, highlight DONE and press **A**. Your new User Profile appears on the Profile Name list.
- To remove a created profile, highlight the profile name and press **Y**. Then select YES and press **A** to complete the deletion.



NOTE: Your profile has not been saved to an MU at this point. However, you will be prompted to save when leaving the User Profile menu. For more information, see *Saving and Loading* on p. 39.

USER STATS

View Overall, User vs. User, and Personal Best stats for loaded profiles.

OVERALL

View your overall stats for offensive and defensive categories and more.

USER VS. USER

View your game stats vs. other User Profiles.

PERSONAL BEST

View personal bests for each User Profile.

USER AUDIBLES

Set your offensive and defensive audibles for each profile. Each team has 10 audibles to set—five on offense and five on defense.

To set an audible:

- Press the D-pad **←** or **→** to highlight either OFFENSE or Defense and press **A**. Your cursor moves to the play windows.
- Highlight one of the audible slots from the play windows and press **A**. The cursor moves to the formation window.
- Select a formation and set by pressing the D-pad and then pressing **A**. Highlight the desired play and press **A** to accept it.
- To flip any audible, press **Y** while it's highlighted.

USER SETTINGS

Set specific game settings for a User Profile. For more information, see *Settings* on p. 36.

MEMORY UNIT

Load, save, or delete a User Profile.

To load a User Profile from your MU:

- From the Load screen, highlight the Profile you wish to load and press **A**. The Profile is now loaded in the game.



To save a User Profile to your MU:

- From the Save screen, highlight the Profile you wish to save, press **Enter**, edit the name of the User Profile, and then select DONE. The Profile is now saved to your MU.

To delete a User Profile from your MU:

- From the Delete screen, highlight the Profile you wish to delete and press **A**. Confirm the deletion and the User Profile is now deleted from your MU.

SETTINGS

CONTROLLER SELECT

- ❖ This option is only available from the Pause menu.

HOME OR AWAY

Change the controller assignments for the current game.

GAMEPLAY

QUARTER LENGTH

Set the length for game quarters between 1 to 15 minutes. The default length is set at **5** minutes.

SKILL LEVEL

Set to skill level to ROOKIE, **PRO**, ALL-PRO, or ALL-MADDEN.

INJURIES

When **ON**, players may get injured during the game. The computer substitutes injured players out of the game.

PRE-EXISTING INJURIES

When **ON**, injuries are generated for the 1st Season/ Franchise year.

GAME FATIGUE

When **ON**, fatigue may affect player performance.

MADDEN CHALLENGE

When **ON**, you can take the Madden Challenge and earn tokens for completing tasks during your game (1 Player games only).

REMEMBER FORMATIONS

When **ON**, the Play Call screen automatically returns to the same formation that you called for the previous play.

RANDOM WEATHER

When **ON**, the weather changes at random for each game.

EASY PLAY

EASY PLAY

Turn the EASY Play feature **ON/OFF**. EASY Play allows novice users to play the game with ease.



NOTE: When EASY Play is set to OFF, the settings listed below do not affect game play. The defaults below are with EASY Play set ON.

PENALTIES

Turns all penalties **ON/OFF**. When OFF, no penalties will be called.

PLAY CLOCK

Turn the play clock **ON/OFF**. When OFF, the play clock is not a factor.

PLAY NOTIFICATION

Set to **ON** or OFF. When set to 1 or 2 Player, the play(s) chosen are displayed as you are lining up.

PLAY CALL MODE

Select NORMAL for the traditional play calling system or **EASY** to choose plays based on a key player.

PASSING MODE

Select NORMAL for traditional button-based passing, or **QUICK** to simplify passing—you no longer need to press **A** again to bring up the passing symbols.

PASS/CATCH/RUN/ KICK ASSIST

Turn Assistance **ON/OFF**. When ON, passing AI settings are adjusted to make gameplay easier.

PAUSE MENU

NORMAL/**EASY**. When EASY, the Pause menu is simplified for EASY play.

VISUAL

CAMERA

Set the camera view from one of seven different angles.

PLAYER DISPLAYS

Identify controlled player by **NAME**, POSITION, NUMBER, or set to NONE for no player display.

FIELD LINES

Set the field line display to NONE, **FIRST DOWN**, LOS, or BOTH. When set to FIRST DOWN, a yellow first down marker is displayed across the field. When set on LOS, the line of scrimmage is highlighted with a blue field marker. When set to BOTH, the FIRST DOWN and LOS lines are on.

AUTO INSTANT REPLAY Turn the automatic instant replay **ON/OFF**. When **OFF**, you have to go to the Pause menu to view instant replays.



NOTE: The Widescreen screen format is supported through the Xbox Dashboard and not through the *Madden NFL 2002* interface.

PENALTY

PENALTIES

Turn all penalties **ON/OFF**. When **OFF**, no penalties are called.

OFFSIDES

When **ON**, defensive players can jump offsides, although they will be called for it (if Penalties are turned **ON**). When Offsides is turned **OFF**, defenders are physically barred from running offsides.

PENALTY SLIDERS

Adjust the sensitivity for the penalties. Change the setting by moving the slider towards + or - by pressing the D-pad **←** or **→**.

TEAM/ROSTER

TEAM DEFAULT

Set the default teams that appear at the Team Select screen in Quick Game and Exhibition modes.

RESET TEAM ROSTER

Restore the Main menu roster to its default state, negating any trades, created players, and other roster moves.

AI

The AI settings allow you to fully customize various Offensive/Defensive/Special Teams AI settings for human and CPU teams. Some options are not available based on whether EASY Play is **ON** or **OFF**.

PASS/CATCH/RUN/ KICK ASSIST

Turn Assistance **ON/OFF**. When **ON**, passing AI settings are adjusted to make gameplay easier.

AI SETTINGS

Adjust various offensive or defensive AI settings for the user or CPU controlled teams by moving the slider towards + or - using D-pad **←** or **→**.

SOUND

COMMENTARY

Turn John Madden's play analysis and Pat Summerall's play-by-play game commentary **ON/OFF**.

SOUND MODE

Set sound output to **STEREO** or **MONO**.

❖ You can control volume levels for commentary, crowd noise, on-field noise, menu music, and menu sound effects as well.

CONTROLLER

CONTROLLER CONFIG.

Scroll through the available controller configurations to choose the one that best suits your playing style by pressing the D-pad **←** or **→**.

VIBRATION

Turn the vibration function in the game **ON/OFF**.

IN GAME

PLAYER LOCK

(Defense only) When **ON**, the player that you select before the snap becomes the default player that you control at the start of the next play.

AUTO SUBS

Turn the CPU-assisted substitutions **ON/OFF**.

AUTO SUB OUT

Determine the energy level at which your players are subbed out.

AUTO SUB IN

Determine the energy level at which your players are subbed back into the game.

PASS LEAD SENSITIVITY

Determine how much the QB leads his receivers on pass plays.

PASSING MODE

Select **NORMAL** for traditional button-based passing, or **QUICK** to simplify passing—you no longer need to press **A** again to bring up the passing symbols.

SAVING AND LOADING

Save or load files from your MU.



NOTE: Never insert or remove an MU when loading or saving files.



NOTE: An MU will hold 500 blocks of memory.



LOADING, SAVING, AND DELETING FILES

To load, save, or delete a file:

1. From the Main menu, select Options then Memory Unit to get to the Load/Save/Delete screen.
 2. Highlight LOAD, SAVE, or DELETE and press **A**.
- Pull **L** or **R** to browse the file types.
 - Press **○** or **●** to switch between expansion slots or hard disk.
 - Press **X** button to load, save, or delete a file from your MU.
 - Highlight the file you wish to LOAD, SAVE, or DELETE and press **A**.



NOTE: If you have already saved the file, you will be prompted to overwrite the existing file instead of saving a new file.



NOTE: If a Roster, User Profile, or Settings file is present on an MU, it is auto-loaded during the initial boot up from any available expansion slot. The game loads the first roster and setting files it finds on the MU or hard disk, and the first four User Profile files it finds.

INSIDE EA SPORTS™

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CREDITS

See who is "in the game" by viewing the *Madden NFL 2002* game credits.

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During the festivities of Super Bowl week, pro athletes from around the sports world put their Madden skills to the test as they battle one another for the coveted Madden Bowl™ championship. Check out who cleaned the competition and won the 2001 Madden Bowl trophy.

PHYSICAL ATTRIBUTES



ATTRIBUTE ABBREVIATION DEFINITION

Acceleration	ACC	Ability to reach top speed
Agility	AGI	Ability to move laterally, avoid tackles
Awareness	AWR	Awareness of the surroundings during a game
Breaking Tackle	BTK	Ability to bust out of a tackle
Carrying	CAR	Ability to hold on to the ball while running
Catching	CTH	Ability to hold on to a pass
Height	HT	—
Injury	INJ	Resistance to getting injured (higher is better)
Jumping	JMP	Overall vertical leap
Kicking Accuracy	KAC	Ability to make field goals
Kicking Power	KPW	Overall distance the ball can be kicked
Overall	OVR	Overall rating
Pass Blocking	PBK	Ability to maintain a pass block during a play
Run Blocking	RBK	Ability to maintain a run block during a play
Speed	SPD	Overall top speed
Stamina	STA	Ability to retain energy after making a play
Strength	STR	Overall upper body strength
Tackling	TAK	Ability to make a tackle
Throwing Accuracy	THA	Ability to hit the intended receiver
Throwing Power	THP	Overall distance the ball can be thrown
Toughness	TGH	Ability to recover from an injury
Weight	WT	—

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Redwood City, CA 94063-9025

World Wide Web: <http://techsupport.ea.com>

Warranty Inquiries: warranty@ea.com

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FTP Site: [ftp.ea.com](ftp://ftp.ea.com)

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